IN THE SPECIFICATION

Please amend the paragraph at page 8, line 5 as follows:

Figures 6A and 6B are diagrams Figure 6 is a diagram illustrating one embodiment of a system and method for displaying real estate information using stationary semantic zooming;

Please amend the paragraph beginning at page 15, line 10 as follows:

Turning now to Figure 6 Figures 6A and 6B, one example of an application configured to utilize stationary semantic zooming is shown. In this example, an application for displaying realty information in a three-dimensional virtual world is shown. Virtual world 600 (Figure 6B) is rendered with a number of graphics objects representing properties in a particular neighborhood. As shown in the figure, properties 608, 614, and 616, are not for sale. However, for the viewer or user to obtain a realistic feel for the neighborhood, the virtual world application may nevertheless render objects 608, 614, and 616. While these objects or the corresponding buildings may not be for sale, they may nevertheless provide a useful context or useful background information for a viewer. As shown in the figure, a viewer may navigate the virtual world 600 by moving a virtual position 602 in a particular direction 604. Many virtual world applications allow viewers to move in two or more dimensions through the virtual world. For the virtual world to have the proper visual effect, it may not be desirable to render graphics objects 608, 614, and 616 in smaller size. Instead, these lower prominence objects may be rendered with a lower opacity, lower brightness, and/or lower level of detail to indicate that they are not for sale. In contrast, graphics objects 610 and 612 may be rendered with full opacity, brightness, and/or a higher level of detail in order to indicate that these corresponding properties are for sale. In an application such as this, level of detail may be particularly useful together with opacity since the size of a particular object may vary according to its distance from the viewer's position (i.e., prospective projections cause more distant objects to be rendered smaller than close objects). Thus, size may not be useful to differentiate the importance of objects because that would ruin the three-dimensional perspective that the application is attempting to provide to the

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user. Thus, other non-spatial attributes such as color, intensity, level of detail, brightness, or blinking rate, may be used instead of size.

Please amend the paragraph beginning at page 16, line 13 as follows:

As shown in ~~the figure~~ Figure 6A, graphics application 656 may be configured to interface with a database 650 of real estate market information. The database 650 may be updated in real-time for example, using the Internet (652), to access real-time status updates from real estate information providers such as realtors or multiple listing services. The graphics application may be configured to receive user position and orientation information 654 in order to determine viewer's position 602 and viewer's motion 604 in virtual world 600. In one embodiment, user position and orientation information 654 may be obtained by using a head-tracking system that determines the orientation of the viewer's head, typically in connection with a head-mounted display. Graphics application 656 may be configured to render virtual world 600 with the resulting image being output for display on display device 660.